

**VERSION WITH MARKINGS TO SHOW CHANGES MADE TO THE
ABSTRACT AND CLAIMS**

IN THE ABSTRACT:

An electronic slot machine (10) and method of use which allows a player to completely replace up to all [respin one or more] of the initial symbols displayed after the first draw [spin] in order to create, improve or even lose a winning combination. In its preferred form, the electronic slot machine of the present invention features a video monitor (10) with a plurality of separate symbol display boxes (32) arrayed in rows and columns. When the machine is activated [through, for example, insertion of a valid coin and pressing of the "spin" button (22)], one or more random numbers are generated in the slot machine's microprocessor (15) [and compared to one or more reel strips encoded in computer memory (58)] to determine which symbols are to be displayed in each of the symbol display boxes. If a suitable winning combination is not formed with the initial symbols [after this first spin], the player is given opportunities [an opportunity] to select up to all [one or more] of the symbol display boxes for replacement [respin. After the new symbols are selected by the microprocessor and displayed in the respin boxes, the microprocessor compares the displayed symbols with a memorized list of winning combinations to determine if the game is a winner.]

IN THE CLAIMS:

1. (Four Times Amended) A method of operating an electronic gaming apparatus having a plurality of symbols arrayed in separate boxes of multiple symbol columns and rows on its monitor comprising the steps of:

selecting initial symbols to be arrayed in said separate boxes of said multiple symbol columns and rows;

displaying the initial symbols selected in an array of separate boxes of multiple symbol columns and rows on said monitor;

D